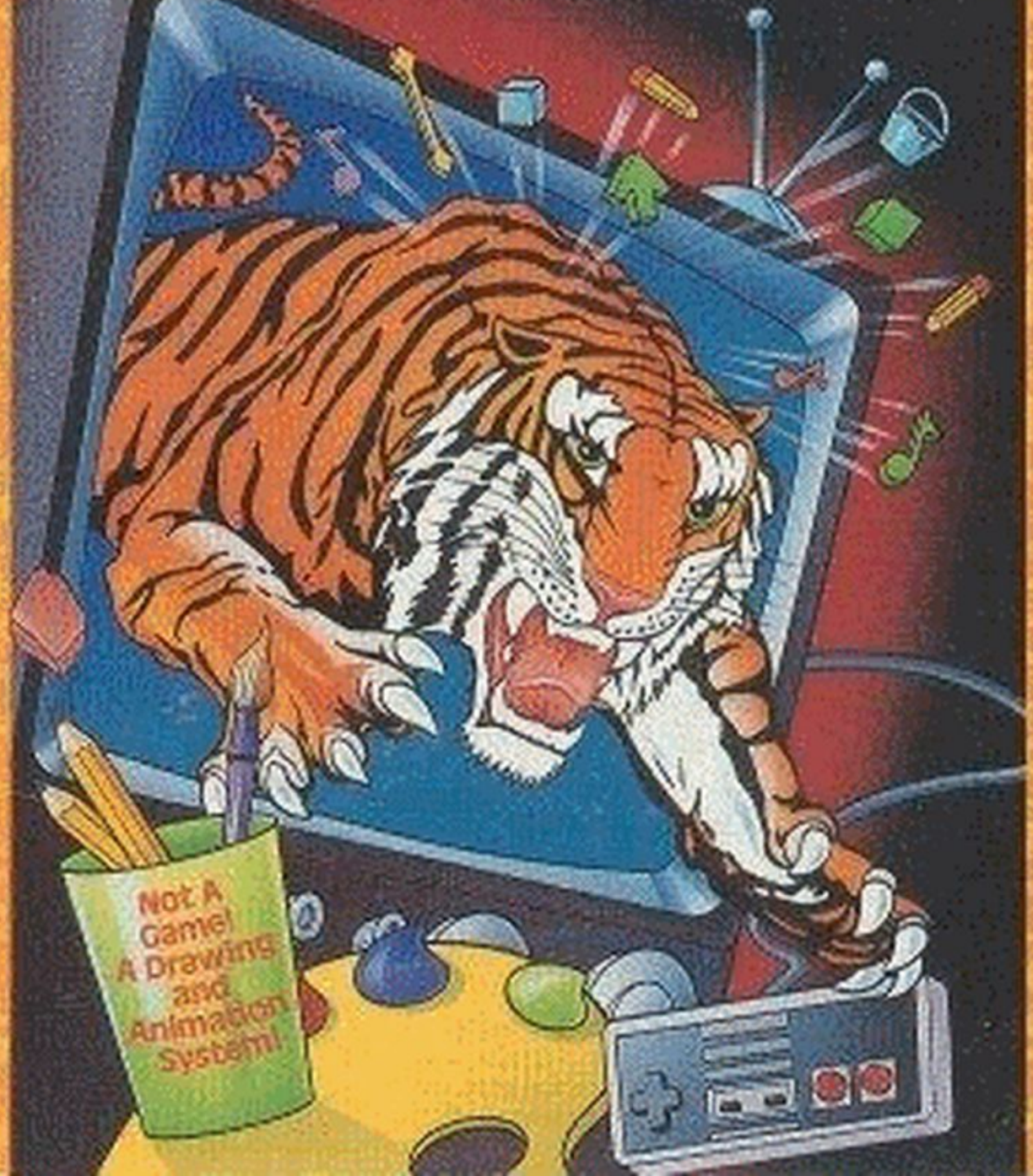
VIDEOMATION™

Drawing & Animation Fun!



NES-V8-USA

INSTRUCTION MANUAL

T•HQ, Inc.
TOY HEADQUARTERS

Saftey Precautions

1. If you play for long periods of time, take a 10-15 minute break every hour or so.

2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.

3. Avoid touching the connectors and do not get them wet or dirty. Doing so may damage the game.

4. Do not clean with benzene, paint thinner, alcohol, or other such solvents.

WARNING:
DO NOT USE WITH FRONT OR REAR PROJECTION TV!

Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similiar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similiar damage to a projection television. Please contact your TV manufacturer for further information.

T•HQ, Inc.
TOY HEADQUARTERS

Distributed by T•HQ, Inc. (Toy Headquarters)
5000 N. Parkway Calabasas, Suite 305, Calabasas, CA 91302
Telephone (818) 591-1310 Fax (818) 591-1615

"Toy Headquarters" and T•HQ, Inc. ™ and "Videomation" ™ are registered trademarks of T•HQ, Inc. "Nintendo®", and "Nintendo ® Entertainment System" and the Official Seal are trademarks of Nintendo of America Inc.
© 1991 T•HQ, Inc.

Licensed by Nintendo®
for Play on the
Nintendo ENTERTAINMENT SYSTEM®

NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.

Official Nintendo Seal of Quality

Thank you for selecting the T.H.Q. INC. Peter Pan™ Game Pak. Please read the instruction booklet to ensure proper handling of your new game.

Table of Contents

What is Videomation? 4

The Controller 5

Exploring the Menu 6

The Drawing Tools 7

Color Selection 15

Stamps & Animations 16

Letters & Numbers 18

Animations 19

Sketch Pad 24

FCC Compliance 26

90 Day Limited Warranty 27

What is Videomation?

It's a fantastic way to draw!

The **Videomation** cartridge has drawing tools, colors, stamps and an animation feature that allows you to make lots of sensational pictures with your Nintendo Entertainment System.

It's easy to use!

Just press a few buttons on the controller to use all the features in **Videomation**. The drawing tools help you create lines, circles, squares and other shapes. You can paint your drawings with lots of colors — even colors that move! There are fun stamps to add to your pictures: suns, hearts, dogs and more. The Animations bring action into your drawings!

Let your imagination go wild!!

You can make all kinds of pictures with Videomation. Crazy geometric designs with intense patches of color. . . graceful birds flying over untamed jungles. . . suped-up cars on a race track. . . dinosaurs in your backyard. . .and much more!

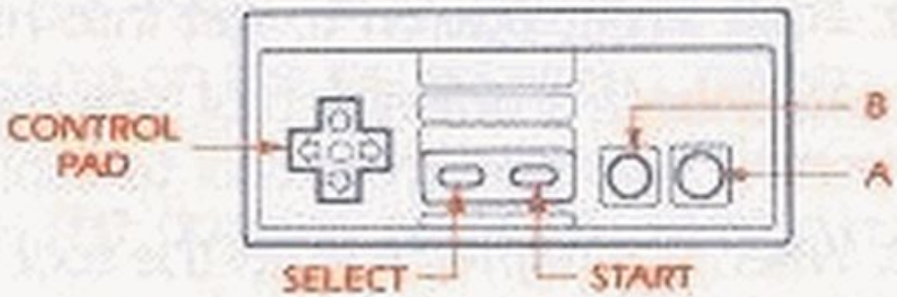
Your adventures in **Videomation** are just beginning! Remember, the only limitation is your imagination!

The Controller

This instrument lets you select and control all the features in **Videomation.** Please be sure your controller is plugged into the #1 port.

Control Pad
Use the Control Pad to move the the drawing tool in the direction you want it to go. The Control Pad also lets you move through the menu to select a new tool.

Select Button
The Select Button gets you in and out of the menu.



Start Button
The Start Button controls how fast a drawing tool moves.

Button A
Button A makes things happen. It helps you use the features in **Videomation** — hold it down to draw, add color to a picture, choose and insert a stamp, and more.

Button B
Use Button B to move the arrow tool without drawing a line. It also selects letters when using the letter stamp.

Exploring the Menu

The menu on top of the TV screen

1. Push Select Button to get into menu section.

2. To choose a drawing tool, use the Control Pad to move the flashing highlight, from tool to tool until you find the one you want.

3. When the highlight is on the tool you want, press Button A. The colors of the tool change so you can see which one you have selected. For example, if you choose the circle tool, the menu will look like the one at the top of the page.

4. Choose a different color the same way you choose a drawing tool.

5. After choosing all the features you want, press the Select Button to get out of the menu and into your drawing.

Hint: *If only a change of one tool is desired then all that is needed is to hit Select to get into menu, high light the desired tool and then push Select again. The program will automatically choose the highlighted option without pushing Button A. The line width, color palette, sound and speed selections don't change when the Select Button is pushed.*

The Drawing Tools

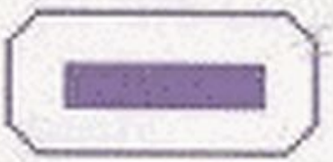
Speed

You can make your drawing tools move slowly or quickly.

The four bars stand for five speeds. The small one on left is slower and the the big bar on the right is the fastest.

You can change speeds without getting into the menu. Push the Start Button, and the speed will increase by one level. If you're on the fastest speed, pressing the Start Button returns you to the lowest speed.

The slowest speed, (no bars showing), moves the drawing tools one small step at a time, so you can draw fine details.

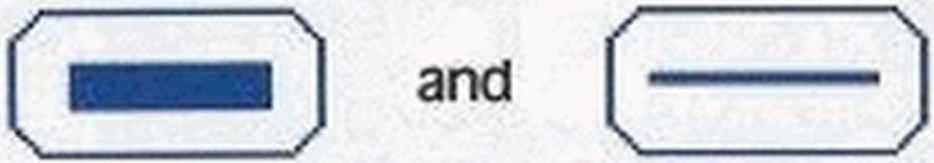


Line Width

You can change how thin or wide you want the lines to be when you draw.

There are two line widths to choose from. The line shown in the menu is the width that the tool is currently using.

Use the Control Pad to move the highlight to Line Width, then press Button A and the line width will change to the other one. Here are the line width choices:

 and

Arrow Tool

You can draw free hand, make angled lines and curves with the Arrow Tool.

Select the Arrow Tool from the menu. The Control Pad helps you choose which direction you want the Arrow Tool to go. If you want the Arrow Tool to point in a certain direction, press the Control Pad in the direction you want the Arrow Tool to go. A little way from the Arrow Tool is a dot — the Arrow Tool draws toward the target, so you can watch the target to keep track of where your line is going.

Arrow will draw towards the dot.

To start drawing a straight line, press Button A without pressing the Control Pad. The Arrow Tool moves forward, making a line.

To move the Arrow Tool to a new place on the screen without drawing a line, press Button B.

To draw a curve, press Button A while pressing the Control Pad to change the direction of the Arrow Tool as you are drawing. The Arrow Tool turns toward the direction pressed on the Control Pad, but continues turning until the Control Pad is released.

Hints: *• When the Arrow Tool moves faster, it makes larger circles, so try changing the speed and see what happens! • Try different line widths to make different looks.*

Pencil

You can draw straight lines, especially lines that go up and down, or side to side, with the Pencil Tool.

Select the Pencil Tool from the menu. Press the Control Pad to move the Pencil Tool to the place on the screen where you want to draw. Press one direction on the Control Pad while pressing Button A to draw with the Pencil Tool.

Hints:

- *With a little practice, you can draw diagonal lines with the pencil by pressing two directions on the Control Pad at the same time while you are pressing Button A.*
- *Try different speeds. With the slowest speed, you can place the pencil exactly where you want it.*
- *Try different line widths for different results.*
- *Use for adding small details to your drawing.*

Line Tool

You can draw straight lines at any angle with the Line Tool.

Select the Line Tool from the menu. Use the Control Pad to move the Line Tool to where you want to draw. Press Button A and hold it down to mark the place where you want the line to begin.

While keeping Button A pressed, press the Control Pad to move the Line Tool on the screen. When you stop, a line appears on the screen. This line will not stay in the drawing — it only shows you where the line will be. Release Button A when you're ready to draw. Watch your line replace the temporary line.

Hints:

- *Change line widths to make different looks.*

Square Tool

You can make squares and rectangles with the Square Tool.

Select the Square Tool from the menu. Use the Control Pad to move the Square Tool to where you want to draw. Press Button A and hold down to mark the place where you want one corner of your square anchored.

While keeping Button A pressed, press the Control Pad to move the Square Tool on the screen. When you stop, a square will appear on the screen. This square will not stay in the drawing as it only shows you what the square will look like. Release Button A when you're ready to draw. Watch your square replace the temporary square.

Hints:

- *You can make low, flat rectangles or tall, skinny rectangles by changing where you put the corners.*
- *If the tool seems too slow or hard to control then try changing the speed.*

Circle Tool

You can make circles and ellipses with the Circle Tool.

Select the Circle Tool from the menu. Use the Control Pad to move the Circle Tool to where you want to draw. Press Button A and hold down to mark the place where you want the center of your circle.

While keeping Button A pressed, press the Control Pad to move the Circle Tool on the screen. When you stop, a circle will appear on the screen. This circle will not stay in the drawing as it only shows you what the circle will look like. Release Button A when you're ready to draw. Watch your circle replace the temporary circle.

Hints:

- *You can make low, flat ellipses or tall, skinny ellipses by changing how you move around the circle's center.*
- *Change line widths to make different looks.*
- *If the tool seems too slow or hard to control then try changing the speed.*
- *If you continue to hold down the Control Pad while pushing and releasing Button A, a series of circles will be drawn that have one edge in common. Play with this feature for special effects.*

Eraser

You can erase lines and colors with the Eraser Tool.

Select the Eraser Tool from the menu. Press Button A, and the Eraser Tool will erase everything under the tool. To erase a larger area, press the Control Pad to move the Eraser Tool over whatever you want to erase.

Hint:

- *When in the lowest speed, you can place the Eraser Tool exactly where you want it to erase.*
- *The Eraser Tool erases everything inside the box, but not what is under the box.*

Paint Bucket

You can paint large areas with the Paint Bucket.

Select the Paint Bucket from the menu. Use the Control Pad to move the Paint Bucket to the area you want to paint. Push and hold Button A to fill the area with color. If you release Button A Videomation stops filling.

Hints:

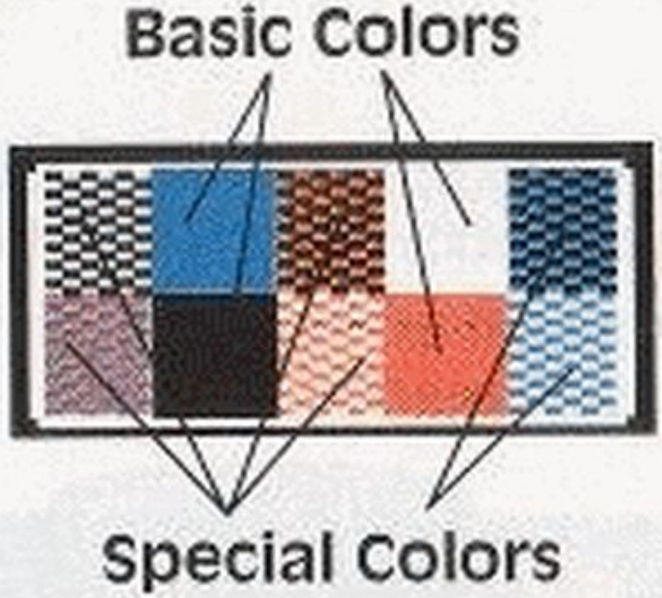
• Push and release Button A to draw stripes. • The Paint Bucket paints from the very bottom of the paint pouring out of the symbol on the screen. • To change a color, repaint the area with a new color. • If you have trouble repainting an area it may be filled with Special Colors (see Color Palette Section). To change a Special Color area to a new color, it is best to color it in with a pencil in a basic color. You can then use the Paint Bucket to fill in any color you want. • Use the fat pencil for the major coloring and then the fill in the edges with the fine pencil at lowest speed.

Color Selection

Videomation allows you to draw a picture in any palette, letters A through M. Each picture you draw can use any one palette, so choose which palette before you start drawing.

To select another palette, highlight the colors arrow and press Button A. Each time you press Button A a new palette will appear cycling through all of the palettes in order.

There are Basic colors and Special colors.



Some palettes have colors that move, called Moving Colors, they will move just like that in your drawing as well!

Hints:

• If you choose a different palette after you've started drawing, all of the colors in the drawing will change to the new colors selected. Try this on a completed drawing to see the funny results! Don't worry, you can always select your original colors back.

• You can add more colors to the picture by adding Animations when you have finished the drawing. See the Animations section in this booklet.

• Special Colors do everything just like basic colors except when using the Paint Bucket. See the Paint Bucket section for hints on how to use these.

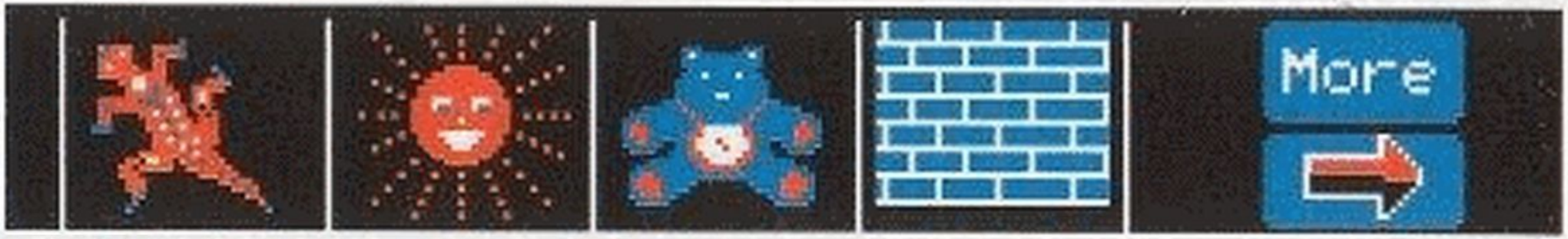
Stamps and Animations

Stamps

Add fun designs to your pictures with stamps!

These are just some of the stamps you can use.
You can place stamps anywhere in your drawings!

Select stamps from the menu. When you press Button A, the stamp menu replaces the first.



Move the highlight to the stamp you want to use and press Button A to select the stamp. If you want to see more stamps, highlight More and press Button A.

You can change the color of the stamp. Use the Control Pad to highlight the More Colors arrow and press Button A.

Use the Control Pad to move the highlight to the stamp you want and press Select to return to drawing.

Use the Control Pad to place the stamp where you want to put it, and press Button A to stamp it down. Repeat with the same stamp or get another.

Letters and Numbers

You can even add words and numbers to your drawing.

To stamp letters, choose color and select letter as with any other stamp or use this short-cut:

> *Select color and the first stamp as with any other stamp. Then position the first letter on the screen where you want it and press Button A to stamp down.*

Use the Control Pad to move the letter— one push to the right will move the letter one space to the right.

Before you push Button A to stamp the stamp, push Button B to advance the letter through the alphabet. The stamp advances one letter per push. Push Button A to stamp that letter and repeat to continue.

Another way to select a new letter is to push and hold Button B while pushing the Control Pad up or down to advance or go backwards through the alphabet. Stop and release Button B when you have the letter you want and push Button A to stamp it. Repeat to continue spelling a word.

Hints:

- *You can add as many stamps as you want to your drawing.*
- *Because you can't remove stamps, add them when you're almost finished with your drawing.*

Animations

Action! Put some exciting movement into your drawings with Animations.

These are just some of the Animations you can use. The rest of them are shown at the end of this booklet.

Select Animations from the menu. When you press Button A, the Animation menu replaces the first menu.

Move the highlight to the Animation you want to use and press Button A to select the animation. If you want to see more Animations, highlight More and press Button A.

You can change the color of the Animations. Move the highlight to the More Color arrow and press Button A. All the colors will change, keep pressing until the Animation is the color you want.

When the Animation you want is in the colors you want, move the highlight to the Animation you desire and press Select to choose it. The Motion Menu will now replace the Animation Menu.

Use the Control Pad to highlight the motion you want:

These select preset paths for the animations to travel; an oval, straight line back and forth or a hilly back and forth.

The animation will travel randomly around the entire screen.

Follow

The Control Pad controls the motion on the screen.

When you have highlighted the motion you want with the Control Pad, press Button A or Select to start the animation in your drawing.

Hints:

- *Learn the preset paths so you can make the animations follow on your drawings. For example, draw a race track for the car. Then put the baby on it for a real funny drawing!*
- *To draw more on your drawing, push Button A or Select. The Animation will go away and the Pencil Tool will appear. Make any changes you want and then select an Animation using the same steps.*

No Menu

Use this when you don't want the menu to show at the top of the drawing, (when you are showing off your drawing or video taping it with your VCR).

Press Select to get into the menu. Highlight No Menu and press Button A. The menu will disappear.

Press Button A or Select to bring the menu back.

Sounds

Videomation makes fun sounds as you draw with it! You can turn the sounds on and off with the Sounds feature. Each Animation has it's own special sound! The menu sounds always stay on whether the drawing and animation sounds are on or not.

Clear

Clear erases your drawing from the screen so that you can start a new picture. When you select Clear, this will replace the menu:

No is already selected for you, so if you want to keep the drawing, press Button A.

If you want to get rid of the drawing, move the Control Pad to select Yes, then push Button A to clear the screen.

Remember, once your drawing is cleared there is no way to get it back. To save pictures that you have made with Videomation, set up your Nintendo Entertainment System in conjunction with your VCR and videotape it. Use this to make wonderful additions to your family videos or build your very own library of Video Art!

Sketch Pad

Sketch Pad

Compliance With FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems- This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

90-Day Limited Warranty

90 DAY LIMITED WARRANTY:
THQ, Inc. (Toy Headquarters) warrants to the original consumer purchaser that this Game Pak ("PAK") not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, THQ, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the THQ, Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 591-1310. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.

3. If the THQ, Inc. service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

THQ, Inc.
Consumer Service Deaprtment
5000 N. ParkwaY Calabasas, Suite 305
Calabasas, CA 91302
(818)501-3241

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY
If the PAK develops a problem after the 90 day warranty period, you may contact the THQ, Inc. Consumer Service Department at the phone number noted. If the THQ, Inc. service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK freight prepaid to THQ, Inc., enclosing a check or money order for $10.00 payable to THQ, Inc. THQ, Inc. will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refundable.

WARRANT LIMITATIONS:
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long and implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

S N 10508

T•HQ, Inc.
TOY HEADQUARTERS

Distributed by THQ, Inc. (Toy Headquarters)
5000 N. Parkway Calabasas Suite 305 Calabasas, CA 91302

PRINTED IN JAPAN